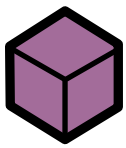
PATHFINDER BEGINNER BOX

CHARACTER SHEET

## DICE

d4


d6

d8

d10

d12

d20

## ACTIONS

One Action

Two Actions

Three Actions

Reaction

## PROFICIENCY

UNTRAINED
0

TRAINED
2 + level

EXPERT
4 + level

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**CHARACTER NAME**

**PRONOUNS** | **ALIGNMENT** | **L LEVEL**

**PLAYER NAME** | **XP**

### A ANCESTRY

HERITAGE

ANCESTRY ABILITY

### B BACKGROUND

BACKGROUND ABILITY

### C CLASS

CLASS ABILITIES
(LEVEL 1)

(LEVEL 2)

(LEVEL 3)

### D ABILITY MODIFIERS

| | | |
|---|---|---|
| STRENGTH | | STR |
| DEXTERITY | | DEX |
| CONSTITUTION | | CON |
| INTELLIGENCE | | INT |
| WISDOM | | WIS |
| CHARISMA | | CHA |

### E HIT POINTS

MAXIMUM | CURRENT

NOTES

### F SPEED

FEET

STRIDE ❖ (move)
Move up to your Speed

### H PERCEPTION

= [ ] + [ ] T E
WIS PROF

SENSES AND NOTES

### I SAVING THROWS

| | | | | |
|---|---|---|---|---|
| FORTITUDE | [ ] = | [ ] | + [ ] T E | NOTES |
| | | CON | PROF | |
| REFLEX | [ ] = | [ ] | + [ ] T E | |
| | | DEX | PROF | |
| WILL | [ ] = | [ ] | + [ ] T E | |
| | | WIS | PROF | |

### J DEFENSES

ARMOR PROFICIENCIES: Unarmored Defense T | Light T | Medium T | Heavy T

AC = 10 + [ ] + [ ] T + [ ] + [ ]
DEX or DEX CAP | PROF | ITEM | OTHER

NOTES

### G SKILLS

| | | | | |
|---|---|---|---|---|
| ACROBATICS | [ ] = | [ ] | + [ ] T E | - [ ] |
| | | DEX | PROF | ARMOR |
| ARCANA | [ ] = | [ ] | + [ ] T E | |
| | | INT | PROF | |
| ATHLETICS | [ ] = | [ ] | + [ ] T E | - [ ] |
| | | STR | PROF | ARMOR |
| CRAFTING | [ ] = | [ ] | + [ ] T E | |
| | | INT | PROF | |
| DECEPTION | [ ] = | [ ] | + [ ] T E | |
| | | CHA | PROF | |
| DIPLOMACY | [ ] = | [ ] | + [ ] T E | |
| | | CHA | PROF | |
| IMTIMIDATION | [ ] = | [ ] | + [ ] T E | |
| | | CHA | PROF | |
| LORE | [ ] = | [ ] | + [ ] T E | |
| | | INT | PROF | |
| MEDICINE | [ ] = | [ ] | + [ ] T E | |
| | | WIS | PROF | |
| NATURE | [ ] = | [ ] | + [ ] T E | |
| | | WIS | PROF | |
| OCCULTISM | [ ] = | [ ] | + [ ] T E | |
| | | INT | PROF | |
| PERFORMANCE | [ ] = | [ ] | + [ ] T E | |
| | | CHA | PROF | |
| RELIGION | [ ] = | [ ] | + [ ] T E | |
| | | WIS | PROF | |
| SOCIETY | [ ] = | [ ] | + [ ] T E | |
| | | INT | PROF | |
| STEALTH | [ ] = | [ ] | + [ ] T E | - [ ] |
| | | DEX | PROF | ARMOR |
| SURVIVAL | [ ] = | [ ] | + [ ] T E | |
| | | WIS | PROF | |
| THIEVERY | [ ] = | [ ] | + [ ] T E | - [ ] |
| | | DEX | PROF | ARMOR |

SKILL NOTES

### K WEAPONS AND ATTACKS

WEAPON PROFICIENCIES: Simple T E | Martial T E | Fist T E

Other Weapon Proficiencies T E

**MELEE WEAPON**

ATTACK = [ ] + [ ] T E
DEX/STR PROF

DAMAGE [ ] + ☐ BLUDGEONING ☐ PIERCING ☐ SLASHING
DIE STR

TRAITS

**MELEE WEAPON**

ATTACK = [ ] + [ ] T E
DEX PROF

DAMAGE [ ] + ☐ BLUDGEONING ☐ PIERCING ☐ SLASHING
DIE STR

TRAITS

**RANGED WEAPON**

ATTACK = [ ] + [ ] T E
DEX PROF

DAMAGE [ ] + PIERCING [ ] [ ]
DIE STR (thrown) FEET RANGE INC. RELOAD

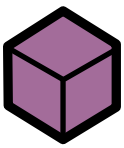
TRAITS AMMO

M N Equipment and Spells on Reverse Side

PATHFINDER
BEGINNER BOX

## DICE

d4


d6

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2 + level

EXPERT
4 + level

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## M EQUIPMENT

MONEY

| CP | SP | GP |
|---|---|---|
| | | |

**ITEMS**

| NAME | PAGE NO. |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |

## N SPELLCASTING

SPELL ATTACK ROLL ( ) = [ ] (INT) + [ ] (PROF) T

SPELL DC ( ) = 10 + [ ] (INT) + [ ] (PROF) T

**CANTRIPS** — 5 PREPARED PER DAY

| PREP | PREP |
|---|---|
| | |
| | |
| | |
| | |
| | |

**1ST-LEVEL SPELLS** — [ ] PREPARED PER DAY

| PREP |
|---|
| |
| |
| |
| |
| |
| |
| |

**2ND-LEVEL SPELLS** — [ ] PREPARED PER DAY

| PREP |
|---|
| |
| |
| |
| |
| |
| |

## O CHARACTER PORTRAIT

## P ADVENTURE LOG

| DATE | DESCRIPTION | XP EARNED |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

## Q NOTES

## R SPELLBOOK